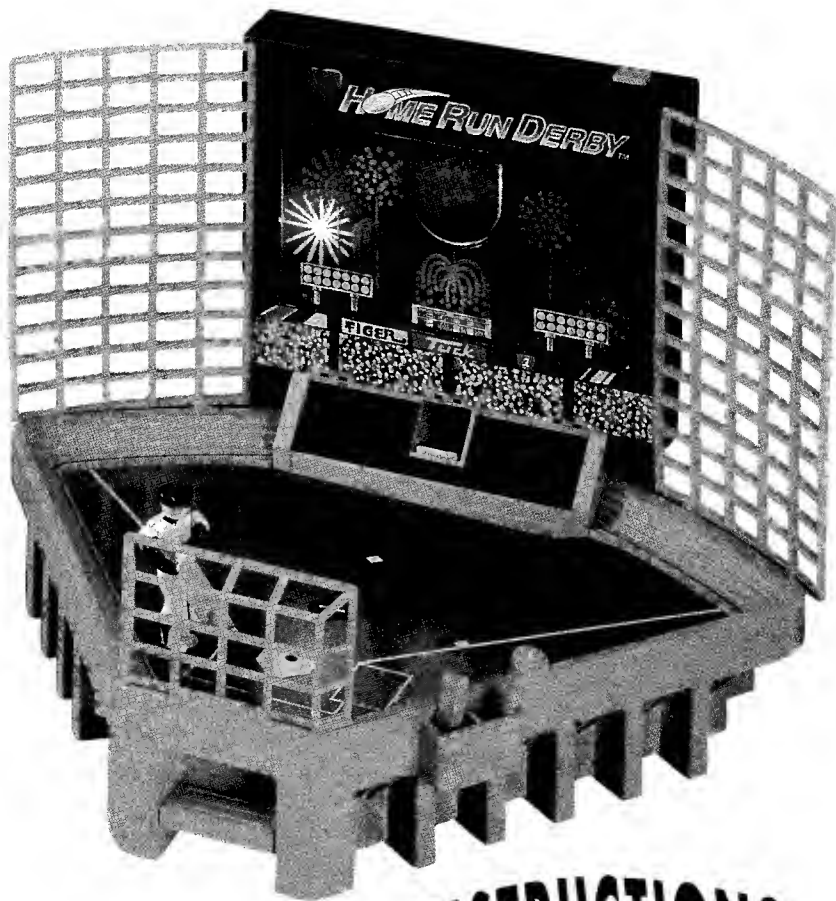


TIGER ELECTRONICS
INC. TM

HOME RUN DERBY TM

The ELECTRONIC Home Run Hitting Machine



INSTRUCTIONS

MODEL 7-939

It's time for you to become one of the greatest home run hitters of all time! But it won't be easy. You'll have to get used to the sounds of the roaring crowd, the flashing stadium lights, not to mention fastballs hurling toward you as you stand ready at the plate! This is what you've been waiting for! This is what all power hitters long for! This is Tiger's **HOME RUN DERBY!**

SPECIAL FEATURES

- swing indicator (10 swings per game)
- score indicator on scoreboard
- final 3 swings sound warning
- delay of game sound warning
- crowd noise - cheers and boo's
- flashing scoreboard
- built-in melody
- high score retained
- auto power off (after about 2 minutes of nonplay)

GAME CONTENTS

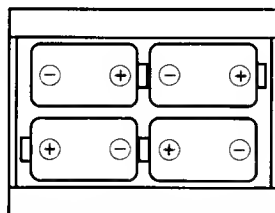
Game contents include:

- 1 playing field
- 1 exploding scoreboard
- 6 baseballs
- 2 outfield fences (for left and right field)
- 1 backstop
- 1 batter
- 2 bats (regular size and rookie size)
- 1 batting tee

INSERTING THE BATTERIES

Turn the playing field upside down. You'll see the battery compartment. Remove the battery compartment cover by pushing in the direction of the arrow.

- "C" size alkaline batteries recommended.
- Replace the battery compartment cover.
- Do not use rechargeable batteries.

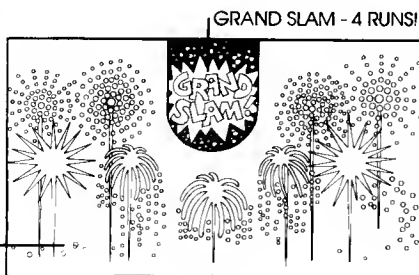


Insert four "C" batteries, UM-2 or equivalent, making sure to align "+" and "-" as shown.

THE OBJECT OF THE GAME

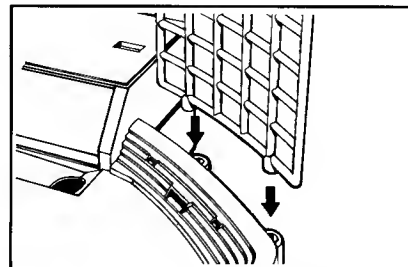
See how many runs you can score in 10 swings, by hitting the scoreboard with the batted ball.

HOME RUN - 2 RUNS!

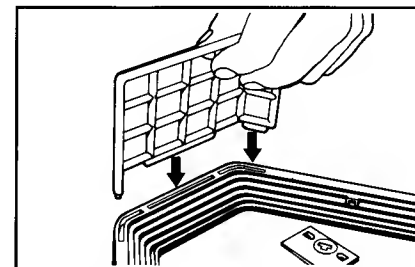


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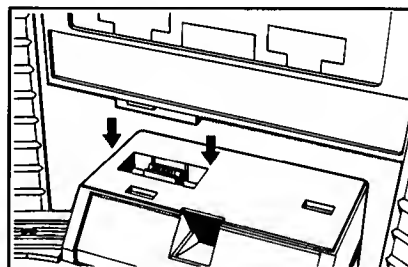
SET UP THE FIELD



1. Insert the left and right field fences into the holes in the left and right field bleachers. The fences will keep you from hitting balls way out of sight!



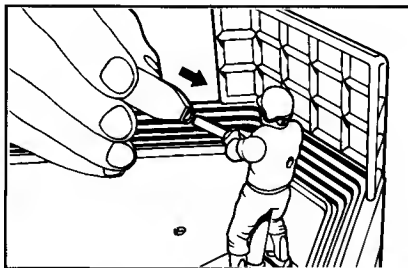
2. Insert the backstop behind home plate. The backstop will keep pitched baseballs from zooming way behind you if you swing and miss!



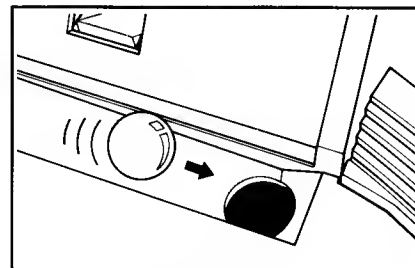
3. Now insert the electronic scoreboard into the opening in center field.



4. Now insert the batter into the batter's box next to home plate. Line up batter's post and feet with holes. Clip feet into holes and secure batter's post into peg hole.



5. Like all good hitters, you have to choose your bat carefully. You have two choices: a thin bat to challenge a seasoned veteran or a thick bat for easier hitting. Insert the bat of your choice into the batter's hands by sliding the bat onto the peg. **THE BAT WILL BE AT AN ANGLE, DO NOT STRAIGHTEN.**

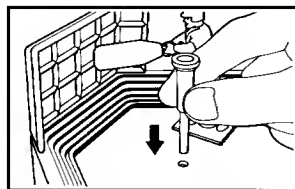


6. You'll notice two holes:
- a square hole in the centerfield bleachers
- a round hole in the right-center field grass

Drop the baseballs into the round hole in the right-center field grass. You're feeding baseballs to the pitching machine!

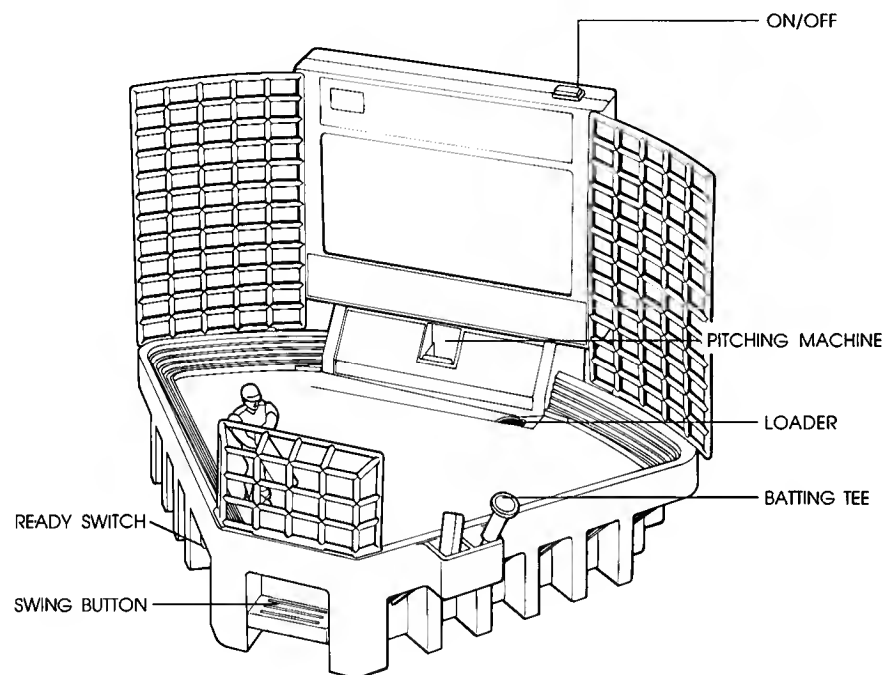
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7. Optional: If you're a rookie trying to get used to big league pitching, you might choose to hit off the batting tee instead of having baseballs pitched to you. If so, don't put the baseballs into the round hole—just keep them next to you.



Insert the batting tee in the hole in home plate.

CONTROL GUIDE



- | | |
|------------------|---|
| ON/OFF | - To turn on the game.
- Press it again to turn off the game. |
| READY SWITCH | - Put in the ON position to get the batter into the ready position to hit. |
| SWING BUTTON | - Press to swing (the READY switch then automatically switches to OFF position) |
| LOADER | - Load baseballs here. |
| PITCHING MACHINE | - Baseballs will automatically be pitched when LOADER is loaded and READY switch is in ON position. |
| BATTING TEE | - Insert the batting tee into home plate for optional use of batting tee (when you don't want to face live pitching). |

PLAY BALL

Insert the batter into the batter's box.

Insert one of the two bats into the batter's hands. Use the thick bat if you're a rookie, because it's easier to get "good wood" on the ball with the thicker bat. Use the thinner bat for a more challenging game.

Insert the baseballs into the ball loader in the outfield grass.

(OPTIONAL: If you'd like a less challenging game, insert the batting tee into home plate. When using the batting tee, keep the balls beside you, and load them manually onto the batting tee.)

Press the ON/OFF switch to turn on the game! The display will flash "HI", then the highest score to date will flash on screen; then both the scoreboard and the stadium will come alive! The scoreboard will flash wildly and the stadium crowd will cheer! The scoreboard will play a fun version of "Take Me Out To The Ballgame!", followed by a rousing melody of "Charge!" which is heard at ballgames across the nation. The display then shows "10". You get 10 swings per game. The display will keep track of the number of swings you have left!



Put the READY SWITCH in the ON position. Once it is in the READY position, the pitching machine will automatically pitch a ball.

If you don't like the pitch, let it go by. Whenever you want to swing, press the SWING BUTTON!

If you hit the scoreboard, it's a HOME RUN and you'll score 2 RUNS!

If you can hit the GRAND SLAM center section of the scoreboard, it's a GRAND SLAM and you'll score 4 runs!

Each time you swing, the scoreboard will show your score so far, and then indicate how many swings you have left!

As the balls are pitched to you from the PITCHING MACHINE, keep reloading the LOADER!

After you take a swing, you have to reset the batter's READY switch. YOU HAVE TO RESET THE READY SWITCH AFTER EVERY SWING!

If you take too much time in resetting the READY switch, the batter can't hit, and the game will shut itself off automatically! The scoreboard will give you a "Delay of Game" warning sound before shutting itself off!

IF THE BATTER ISN'T PUT IN THE READY POSITION, YOU WON'T BE ABLE TO PRESS THE SWING BUTTON!

Listen for a warning from the scoreboard when you're down to your last 3 swings! The number "3" will also flash on the indicator!

After 10 swings, the game is over. The scoreboard will play one more rousing tune for you, and your score is once again displayed!

Press the ON/OFF button to turn off the game. Press it again to begin a new game with 10 more fresh swings!

Don't worry if you forget to turn off the game. The game automatically shuts itself off after about two minutes of non-action.

Compete against yourself or compete against your friends to see who is the real Home Run Derby champion!

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with

proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$ 15.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$ 15.00 payment for the repair service.